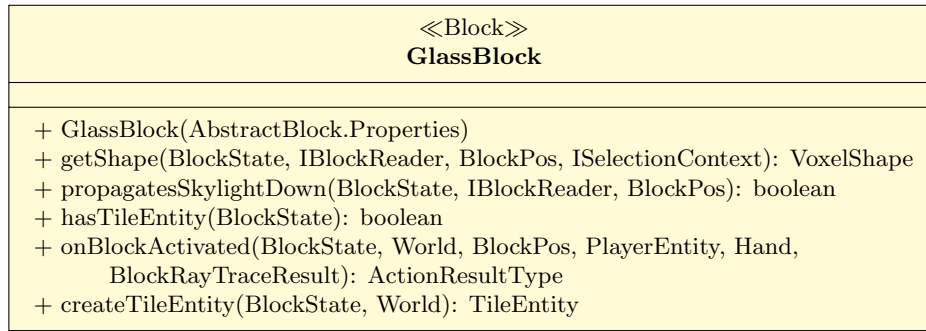
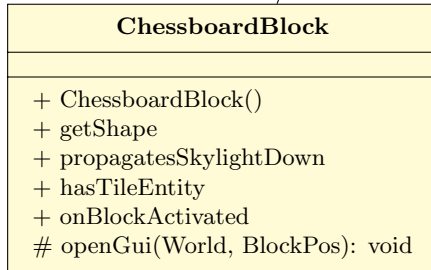


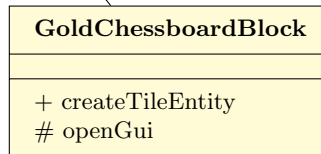
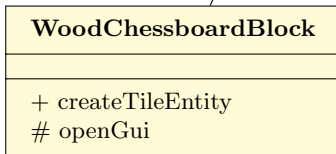
ChessboardBlock Class Diagram



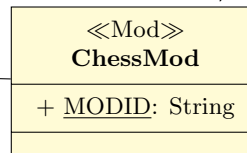
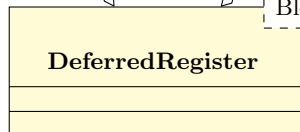
These aren't really defined in here, but for convenience and so we can shorthand what we **actually** override below...



In the constructor we define default Hardness, Resistance and Light Level base on Material for all the other Chessboards. They just call their superconstructor to get this. We also define the getShape method so the Chessboard gets outlined properly when looked at.



ChessMod is the entry-point to the Mod. It registers the various blocks to a DeferredRegister so that they're known about later. I hide the exact process for registering the Blocks here as it's pretty much Forge-Version-specific (or depends on whom you ask), but the idea is that Forge needs to know about your Blocks for later.



-BLOCKS

All The Chessboard Blocks

